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CDMG 1111 E450

May 24, 2016

Hideo Kojima

From a hard working student fresh out of college, to an inspiring game director complete with his own private independent game development team, Hideo Kojima is a game developer who continues to push the boundaries within the video game industry. For a majority of his career as a game developer, Kojima is known for working under Japanese corporation entertainment giant, Konami. Kojima is most well known for his creation of the Metal Gear series (Fig. 1), as a director, writer, producer and the overall key game designer for each installment to the franchise, as well for smaller critically acclaimed titles. He has also developed a game engine, called the Fox Engine (Fig. 2), which has been used multiple times by Konami for the games they develop and publish. With the removal of him and his development team called Kojima Productions (Fig. 3), out of Konami, Kojima still continues to develop his work independently. Hideo Kojima is a video game designer that continues to inspire me and other future game designers through his work and his accomplishments in character and game design.

Metal Gear Solid is one of the most critically acclaimed series, due to its writing and high quality production values (Metacritic). Through the Metal Gear series, you can clearly see the inspirations to make film and novels from Kojima's youth. The Metal Gear series is unique in its own way for its heavy use of cut scenes and movie like productions. All of his characters tend to be named after a movie character, his most famous main character Snake (Fig. 4), is named after Snake Pliskin from "Escape From New York" (Good). Kojima does not hide his inspirations, he openly admits which movies his games are inspired from, or tropes he's taken use of (Good).

Within the series, there are these science fiction giant robots, called Metal Gears (Fig. 5), designed to produce sounds for that resembles the famous cries and roars of *Godzilla*. This series is his greatest contribution to the gaming industry and it has earned him many awards, accolades and recognition as one of greatest game designers of his generation(Haynes). Though Metal Gear is his most popular and successful project, Kojima has also worked on other well known titles. He directed and produced *Boktai*, a special game that requires you to use real world illumination and sunlight to play the game. He worked on *Castlevania: Lords of Shadows*, which was the first game to take the classical and beloved series into a new direction by switching the game from its usual 2D perspective (Fig. 6), into a 3D one (Fig. 7), with spectacle fighter mechanics. Hideo Kojima is currently working on a new unnamed game (Makuch) and I am more than excited to see what he is coming up next for us and the innovative push he tends to perform.

During his early years, Kojima spent much of his time watching movies with his parents (Parkin). The time he spent with them, watching film and movies was the initial spark that ignited his passion, and led him to become the famed game developer in the gaming industry that he is today. His father died during his adolescence, which caused his mother to be out of the house even more, leaving him with movies and television to help cope during his common periods of loneliness. His success is important to me because I feel like that I am personally following in similar footsteps. I am an aspiring game designer, and like, Hideo Kojima, I too wish to use inspirations from my favorite movies, shows and even games.

Kojima's artistic direction and creativity has led him to write very complex array of characters. One particular character, is the antagonist in his first Metal Gear game, named Big Boss (Fig. 8). The character Big Boss goes from the final boss in the first metal gear game, to the

main protagonists in a third of the Metal Gear Solid franchise, without changing the character's views, personality and agenda. Metal Gear Solid 3 is a game where Big Boss is the main protagonist, and to this day, the game is seen in one of the strongest story driven games through character development and writing (Mackey). Kojima gives careful attention when it comes to writing each of his character's individuality and personality. He creates characters with interesting dynamic, characters that don't fit the typical cookie cutter mold of good guys or bad guys, he focuses on good writing and design.

Another reason why Hideo Kojima is such a peculiar designer, is his ability to rise and do better, no matter what happens to him. With the death of his father, and the lack of a mother's time at home, he would continue to work hard in school and push himself onward to a great career. He was advised not to attempt his path towards the gaming industry, because at the time such a career was seen as very risky and not stable (Hideo Kojima Biography). He took his biggest hit last year in 2015 when he was released from Konami, the company that he singlehandedly kept relevant with his work. His name was stripped from the game that he poured his life into, but Kojima did not falter (Farokhmanesh). Now he has taken his loyal team and created his independent game development company, and once again adopting the name Kojima Productions (Fig. 3). This is inspiring to me and others who admire his tenacity because it has taught me that I can have a rough start, succeed and fail, but it does not mean I should ever stop. Hideo Kojima's initial dream was to make film, movies, and novels. You may think that he didn't live out his dream, but he did. Not only are his games praised for their story and theatrics, Kojima has also worked with a well known film directors such a Guillermo Del Toro on a horror game (McWhertor). Kojima has taught me that entrepreneurship and creating art based off of my own experiences, can in fact lead to success. He's educated me that failure is not

vignette4.wiki.nocookie.net. *Metal Gear Solid Series*. 2011

Fig. 2



upload.wikimedia.org. *Fox Engine Logo*. 2008

Fig. 3



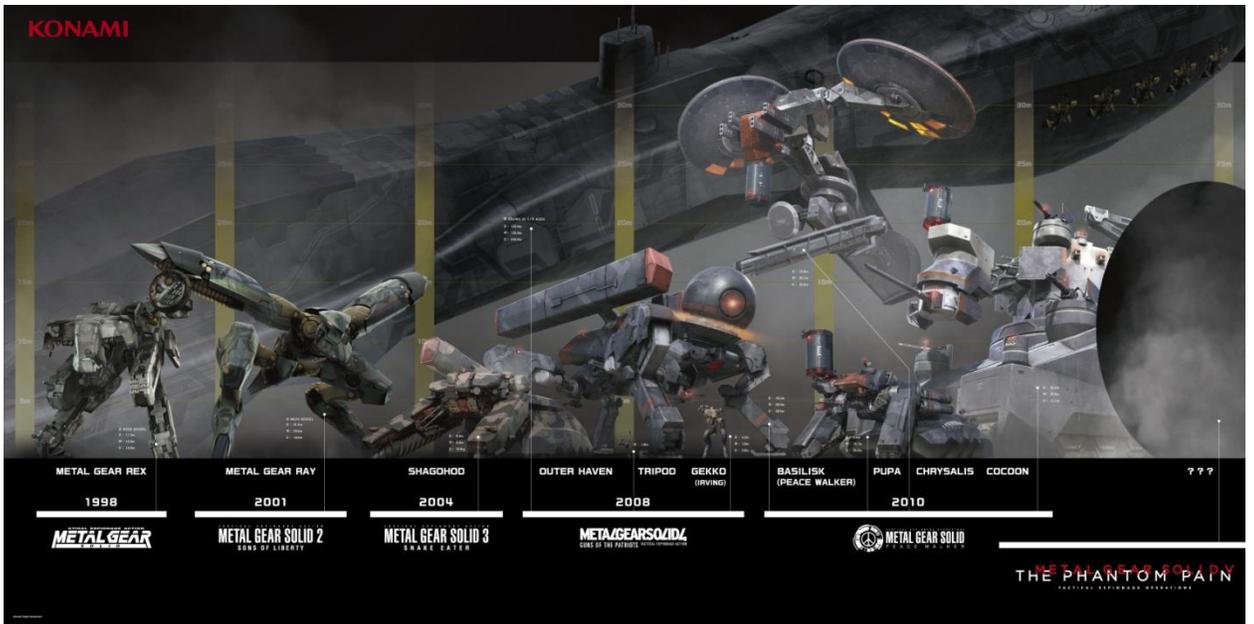
upload.wikimedia.org. *Kojima Productions Logo*. 2015

Fig. 4



pixelatedgeek.com. *Solid Snake*. 2010

Fig. 5



vignette1.wikia.nocookie.net. *All Metal Gears*. 2010

Fig. 6



wizarddojo.files.wordpress.com *Castlevania Symphony of the Night* screenshot. 2015

Fig. 7



static2.gamespot.com. *Castlevania Lord of Shadows* screenshot. 2014

Fig. 8



upload.wikimedia.org. *Big Boss*. 2008

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[guillermo-del-toro](http://www.polygon.com/2014/8/12/5996537/silent-hill-ps4-hideo-kojima-guillermo-del-toro)>.